pop○matic® HEADACHE®

A Milton Bradley Game

For 2 to 4 Players

Object of the Game

Capture all of your opponents' cones by stacking your own cones on top of them.
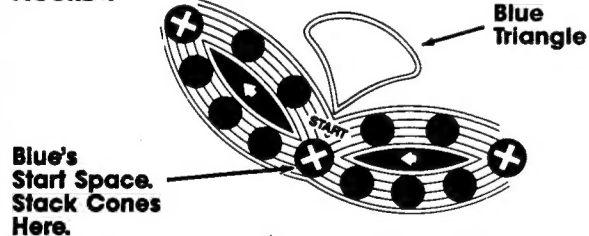
Contents

1 plastic game unit with Pop-O-Matic dice roller, 16 cones.

Game Setup

Each player chooses 4 cones of one color, and stacks them (one on top of another) on the X space below the matching color triangle, as shown in Figure 1. These are your START spaces.

FIGURE 1
Blue Triangle
Blue's Start Space. Stack Cones Here.

Game Play

1. BASIC PLAY: Your basic turn consists of one pop and a move. First pop the dice, then move any one of your cones along the path the number of spaces shown on the number die. Whenever you pop the red dot on the bonus die, you get an additional pop and move!

The object is to capture your opponents' cones by landing on top of them by exact count. As cones are captured, stacks of cones are formed. A stack grows higher each time it is captured. The player who owns the top cone on a stack owns the stack!

2. WHO GOES FIRST: Each player rolls the dice by pressing down on the Pop-O-Matic once, then letting go. The player who pops the highest number on the number die goes first. Play continues to the left after the first player's turn.

3. MOVEMENT RULES: For each pop, move any *one* of your cones or stacks along the path by the number shown on the die, counting each space (including X spaces) whether it is occupied or not.

If you end your move on an opponent's cone or stack, you *capture* it (see Rule 5, CAPTURING). You *cannot* end your move on your *own* cone or stack. If you cannot move any of your cones or stacks, pop again.

You must use each of your first 4 turns to move one of your cones off START. NOTE: A bonus pop may *not* be used to move a cone off START.

Single cones must move clockwise *only,* in the direction of the arrows. Stacks of cones may move *either* clockwise *or* counterclockwise, but never in both directions on the same pop. See Figures 2A and 2B for examples of cone and stack movement.

4. CROSSING FROM ONE PATH TO ANOTHER: There are two paths on the gameboard: an outer path and an inner path. These paths cross at all X spaces. You may move your cones or stacks along either path, and may cross from one path to
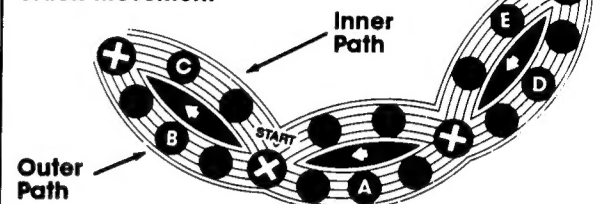

FIGURE 2A
Cone Movement
Inner Path
Outer Path
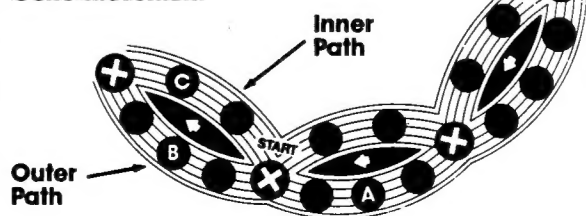
On a pop of 4, a single cone on space A can move clockwise to space B or space C.

the other whenever you pass an X space. See Figures 2A and 2B for examples.

5. CAPTURING: Whenever you end your move on an opponent's cone or stack, place your cone or stack on top, to capture it. You now own the stack, and can move it *clockwise* or *counterclockwise* on following turns for as long as you own it.

You cannot capture an opponent's cone before it has moved off its START space. If you cannot move without landing on an opponent's cone on its START space, pop again.

FIGURE 2B
Stack Movement
Inner Path
Outer Path

On a pop of 4, a stack of cones on space A can move clockwise to space B or space C—or *counterclockwise* to space D or space E.

How To Win

Players are eliminated from the game when all of their cones and stacks have been captured. When one player owns all the single cones and stacks on the board, that player wins the game!

Challenge Game

For an extra challenge, follow the rules above, using all X spaces as SAFETY spaces. A cone or stack on a SAFETY space cannot be captured!

Color of parts may vary.